VR Software References
Dropbox folder with assets
https://www.dropbox.com/sh/krz4urjtilncay9/AAA-rmlA0Hite9yzPg7FVWYxa?dl=0

Unity Game Engine 5
https://unity3d.com/get-unity/download?ref=personal

_____

VIVE Install and Plugins
http://www.vive.com/us/setup/

The Vive runs using SteamVR which is available for install using the link above.
Once installed you can connect the Vive and set up your playing space using the
tutorial. To install the plugins into Unity and to play games on the Vive you are
going to need to create a Steam Account, download and install Steam here.
http://store.steampowered.com/about/?snr=1_4_4__11
To download the assets to build your own VR enviroment you are going to need
to install Unity and create an account here.
https://unity3d.com/
Once you have create a 3D project in Unity you will have to go to the assets
store to download and import the SteamVR assets. The asset you should pull
into your scene to get everything up and running is under Prefabs --> CameraRig
  https://www.assetstore.unity3d.com/en/#!/content/32647

Here is a good toolset once you get comfortable with the SteamVR plugins.
These assets will let you add different actions to your handcontrollers and much
more.
https://www.assetstore.unity3d.com/en/#!/content/64131

_____

Oculus Install and Plugins

Oculus Runtime
https://developer.oculus.com/downloads/
Connects the headset to the computer and correct display preferences for the headset.
Must be running to use headset. Also important that you have the correct version
installed depending on your operating system and version of Oculus headset - OSX,
Win 8, Win 10 all have different versions of the runtime, these can be found in our
dropbox folder. 0.7.0 for Win 8 0.8.0 for Win 10 and OS X. Helpful Tip for disabling
Health and Safety Warnings that automatically pop up on the Oculus -
http://www.vrcircle.com/post/how-to-disable-the-health-and-safety-warning-on-oculus-rift
-dk-2

Oculus Rift Consumer Version

Windows
https://developer3.oculus.com/downloads/pc/1.8.0/Oculus_SDK_for_Windows/

MAC
https://developer3.oculus.com/downloads/pc/0.5.0.1-beta/Oculus_Runtime_for_OS_X/

Using Oculus DK1 and DK2 Developer Versions

Windows 10 uses Runtime 0.8
https://developer3.oculus.com/downloads/pc/0.8.0.0-beta/Oculus_Runtime_for_Windows/

Windows 8 + 7 use Runtime 0.6
https://developer3.oculus.com/downloads/pc/0.7.0.0-beta/Oculus_Runtime_for_Windows/

Oculus Unity Integration
This file includes assets to use for integrating the Oculus headset into the Unity game engine. There are two version in our dropbox folder one for Unity4 and under and one for Unity5. The assets under Prefabs ----> Player Controller is what you will want to pull into your scene to start building a VR expereince with Oculus or GearVR. This asset will give you ability to walk around the enviroment given the correct controller is installed otherwise it will defualt to the keyboard and mouse.

Setup for Smasung Gear VR

VR DEV SCHOOL For Reference
http://learn.vrdev.school/

Oculus VR Plugin
Unity > Assets > Import Package > Custom > OculusUtilities.unitypackage
Import GVRPlayerMovement.cs
Install assets/oculussig_b21de2c3 in   Unity_Project   /Assets/Plugins/Android/
Unity > Preferences > External Tools >
        Android Studio > SDK Manager Copy URL
        SDK > Browse Paste URL
        JDK /Library/Java/JavaVirtualMachines/jdk1.7.0_79.jdk/Contents/Home
Delete Main Camera

Drag Project > OVR/Prefabs/OVRPlayerControler to Hierarchy   Position Y=1
Add GVRPlayerMovement.cs to OVRPlayerControler/ForwardDirection
        Max Velocity = 1
        Acceleration = 0.1
Edit > Project Settings > Player
        Bundle Identifier = com. unique.identifier
Minimum API Level = Android 5.0 'Lollipop' (API Level 21)
File > Build and Run
        Android

Samsung Gear VR
VR Dev School
http://learn.vrdev.school/
Activate USB Debugging
        About Device > Tapping Build Number 7 times
        Developer Options > USB debugging > On

Samsung VR Workflow
Download   Android Studio   (SDK)
https://developer.android.com/studio/index.html
Download   Java SE Development Kit 7
http://www.oracle.com/technetwork/java/javase/downloads/jdk7-downloads-1880260.html
        New
        Select a JDK = jdk1.7.0_79.jdk/Home
        Android SDK Manager
        SDK Platforms > API Level 20 to 23
        SDK Tools > Google Play SDK Expansion Library
Download Oculus Runtime (Link Above)
Download Oculus Mobile SDK, Oculus Utilities for Unity 5   (Link Above)
From Unity > Assets > Import Package > Custom Package = OculusUtilities.unitypackage
Drag Project > OVR/Prefabs/OVRPlayerController to Hierarchy
UnitySetupAndroidSupportforEditor5.3.5f1
File > Build Settings > Android
Edit > Project Settings > Player
        Inspector > Other Settings
        Bundle Identifier = com.Unique.Identifier
        Minimum API Level = Android 5.0 'Lollipop' (API Level 21)

Device ID
Install   SideloadVR DeviceID   on Samsung device and run
Enter Device ID at   Oculus Signature File (osig) Generator and download file
Place > oculussig_b21de2c3 in
Unity_Project/Assets/Plugins/Android/(make folder)assets
Unity > Preferences > External Tools >   Android Studio > SDK Manager Copy URL
SDK > Browse Paste URL
JDK /Library/Java/JavaVirtualMachines/jdk1.7.0_79.jdk/Contents/Home

Unity > File > Build and Run